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1 1. A method for use with a computer system, comprising:
2 receiving packets of at least two types; and
3 transmitting packets of one type ahead of packets of another type.

1 2. The method of claim 1 wherein said two types of packets include security
2 packets and non-security packets and wherein transmitting packets of one type ahead of
3 packets of the other type involves transmitting non-security packets ahead of packets that
4 are security packets.

1 3. The method of claim 1 including processing said packets in a first in first
2 out memory.

1 4. The method of claim 1 including monitoring an input queue and fetching
2 one type of packet to bypass another type of packet for transmission.

1 5. The method of claim 1 including bypassing packets that take longer to
2 process in favor of packets that take less time to process.

1 6. The method of claim 1 including receiving packets to be transmitted in a
2 first in first out memory, checking each packet to determine its security status, and
3 providing a pointer to said packet based on its security status.
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1 7. The method of claim 6 including organizing a plurality of packets in said
2 first in first out memory as a linked list of packet blocks.

1 8. The method of claim 7 including marking each of said packet blocks in
2 said first in first out memory as being either a security packet or a non-security packet.

1 9. The method of claim 8 including marking packets as security packets or
2 non-security packets depending on the attributes that are indicated in an internet protocol
3 header associated with each packet.

1 10. The method of claim 7 including processing a security packet in an
2 authentication and security engine, and then providing a pointer that points to the security
3 packet.

1 11. The method of claim 10 including selecting between pointers to security
2 packets and non-security packets for transmission of said packets from a network
3 controller to a network interface.

1 12. The method of claim 11 including selecting from among the pointers
2 based on a round robin priority basis.

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1 13. An article comprising a medium for storing instructions that cause a
2 processor-based system to:
3 receive packets of at least two types; and
4 transmit packets of one type ahead of packets of another type.

1 14. The article of claim 13 further storing instructions that cause a processor-
2 based system to transmit non-security packets to be transmitted ahead of security packets.

1 15. The article of claim 13 further storing instructions that cause a processor-
2 based system to monitor an input queue and fetch one type of packet to bypass another
3 type of packet for transmission.

1 16. The article of claim 13 further storing instructions that cause packets that
2 take longer to process to be bypassed in favor of packets that take less time to process.

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1 17. The article of claim 13 further storing instructions that cause a processor-
2 based system to receive packets to be transmitted in a first in first out memory, check
3 each packet to determine its security status and provide a pointer to the packet based on
4 its security status.

1 18. The article of claim 17 further storing instructions that cause a processor-
2 based system to organize a plurality of packets in a first in first out memory as a linked
3 list of packet blocks.

1 19. The article of claim 18 further storing instructions that cause a processor-
2 based system to mark each of said packet blocks in said first in first out memory as being
3 either a security packet or a non-security packet.

1 20. The article of claim 19 further storing instructions that cause a processor-
2 based system to mark packets as security or non-security packets depending on the
3 attributes that are indicated in an internet protocol header associated with each packet.

1 21. The article of claim 20 further storing instructions that cause a processor-
2 based system to provide a pointer that points to a security packet.

1 22. The article of claim 21 further storing instructions that cause a processor-
2 based system to provide pointers for non-security packets and to select between pointers
3 to security packets and non-security packets for transmission of said packets.

1 23. The article of claim 22 further storing instructions that cause a processor-
2 based system to select among pointers based on a round robin priority basis.

1 24. A network controller for use with a computer system, comprising:
2 a transmitter coupled to receive packets of at least two different types; and
3 a dispatcher adapted to transmit packets of one type ahead of packets of
4 another type.

1 25. The controller of claim 24 wherein said two types of packets are security
2 packets and non-security packets.

1 26. The controller of claim 24 including a first in first out memory adapted to
2 process said packets.

1 27. The controller of claim 26 including an input queue and a device adapted
2 to fetch one type of packet to bypass another type of packet for a transmission.

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1 28. The controller of claim 27 including a device adapted to mark packets
2 security packets or non-security packets in said first-in-first out memory based on
3 attributes indicated in an internet protocol header associated with each packet.

1 29. The controller of claim 28 including an authentication and security engine,
2 and a device adapted to provide a pointer that points to security or non-security packets.

1 30. The controller of claim 29 including a dispatcher that selects between
2 pointers to security packets and non-security packets for transmission of said packets
3 from said network controller to a network interface.